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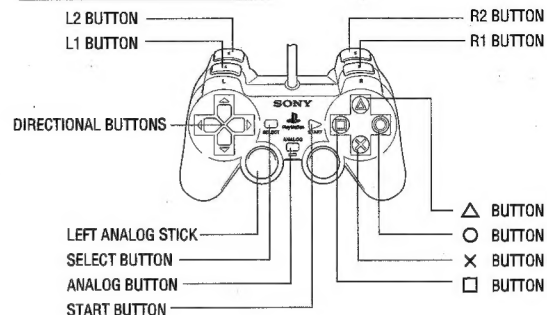
Controls	Commands
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R1 Button	Dash (Not used in analog mode)
R2 Button	Dash (Not used in analog mode)

Game Controls
Offense/When In Possession of the Puck

L1 Button: Line change (Used only for manual changes)
L2 Button: Formation change (Used only for manual changes)
R1 or R2 Button: Dash (Not used in analog mode)
Directional Buttons: Selects the direction of skating and passing
△ **Button:** Slapshot
○ **Button:** Flip Pass
□ **Button:** Wrist Shot
✕ **Button:** Pass

Strategy changes (Works for goalie and for times without puck possession):

• **Give and Go:** Press down on the ✕ button; the recipient of the pass returns the puck to you.
• **One-timer:** Catch while pressing down on the □ Button.
• **Fake:** Hit the Pass Button while taking a slapshot.
• **Special moves:** Configures automatically according to skill level.

Game Controls
Defense/When Not In Possession of the Puck during Offense

L1 Button: Line change (Used only for manual changes)
L2 Button: Formation Change (Used only for manual changes)
R1 or R2 Button: Dash (Not used in analog mode)
**Directional Buttons:** Selects the direction of skating and passing
△ **Button:** Body check
○ **Button:** Poke check
□ **Button:** Block/steal
✕ **Button:** Change the skater selected

You can play without using the L1, L2, R1 and R2 Buttons when the Line Change is Off, Formation is Auto, and the controller is in analog mode. You may play using only the □, ○ and ✕ Buttons in any situation. With Auto Formation, the formation is selected with the highlighted skater's particular situation taken into account.
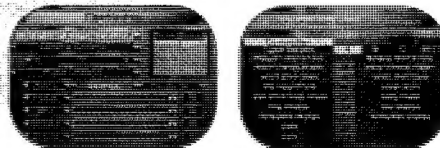
Operating the Goalie

When in possession of the puck

☐ Button: Wrist shot

✕ Button: Pass (normal)

When not in possession of the puck

☐ Button: Save

△ Button: Body check

✕ Button: Change the skater selected

○ Button: Cover puck

Fight Controls

(with player on the left hand side)

Directional Buttons: Break formation (enter fight)

Directional Buttons or Left Stick ➡ +✕ Button + ☐ Button: Repeated strikes

Directional Buttons or Left Stick ⬆ +✕ Button+ ☐ Button: Two-handed attack from above

Directional Buttons or Left Stick ⬇ +✕ Button+ ☐ Button: Big uppercut punch

✕ Button+ ☐ Button: Straight punch

Directional Buttons or Left Stick ⬅ + ☐ Button: Fend off attack

Directional Buttons or Left Stick ⬆ +✕ Button: Strike down with elbow

Directional Buttons or Left Stick ⬇ + ☐ Button: Body blow punch

Directional Buttons or Left Stick ➡ +✕ Button: Hook

Directional Buttons or Left Stick ➡ + ☐ Button: Tackle

✕ Button: Jab

Multi Play

About Multi-Taps and Connections

This game allows cooperative and head-to-head plays by multiple people.

Separately sold controllers Multi-Taps are required. One Multi-Tap supports four controllers.

Required

2 players: 2 controllers

3-5 players: 1 controller per player plus 1 Multi-Tap (sold separately)

6-8 players: 1 controller per player plus 2 Multi-Tap (sold separately)

How to Connect

Precautions when using the Multi-Tap

When connecting controllers to the Multi-Tap, always connect the proper controller to jack A on the Multi-Tap side before connecting the remaining controllers to each of the B, C, and O jacks.

STARTING THE GAME

When the **NHL® Blades of Steel® 2000** title screen displayed, press the START Button to go to the Mode Select Screen.

About Mode Selection

Select "Game" in the Menu to display the following three modes and six Top Menu items:

- **Exhibition:** Select 2 teams and play a game.
- **Season:** Play 1 season according to an actual NHL® schedule.
- **Playoffs:** Choose your team and participate directly in the NHL® playoff tournament as one of the season's top teams.

Top Menu

- **Options:** Game option settings. (See P.22)
- **Stats:** View Game results and statistics. (See P.17)
- **Management:** View player information, team tactics, and strategy. Also create and trade players.
- **Rules:** Change Game Rule settings. (See P.15)
- **Save:** Save Game. (See P.23)
- **Continue:** Load Data. (See P.24)

Exhibition Mode

1) Select Exhibition Mode. The following two modes are displayed:

New Game: Exhibition Menu (five total menus) is displayed.

Load Roster: Select only if you have data you want to load from a memory card.

The following covers the Exhibition Menu:

Exhibition

1. Select either Home team or Away team using the Directional Buttons ← and →. Press the ✕ Button to enter, △ Button to delete.
2. After all controllers have been set up, assign either Home team or Away team to each controller using the Directional Buttons ← and →. Proceed to game with ✕ Button.

Management

Display 6 submenus by pressing the ✕ Button.

View Rosters

Information on individual skaters may be viewed here.

Directional Buttons ← →: Select teams

✕ Button: View player abilities, record and lineup data

△ Button: Press while in the team's roster screen to deselect

L1 Button: Switch between player statistics from present and past seasons.

R1 Button: Switch between Season, Abilities, and Playoff note player data screens.

Edit Lines

View or change team members in the lineup.

It is possible to view all teams, but changes can be made only to your own team.

Toggle cursors between player roster and lineup members using the Directional Buttons ← →. Press the ✕ Button to enter operation mode.

A blinking cursor indicates operation mode.

• On Player Roster

Directional Buttons ← →: Toggle teams

Directional Buttons ↑↓: Toggle players

✕ Button: Determine the player to add to the current lineup (display turns red).
At this point, the operation mode moves to the lineup member and the new player is exchanged for a player selected with the ✕ Button.

△ Button: Deselects the player selected by the ✕ Button. Deactivates the operation mode if no player was chosen.

• On Lineup Member

Directional Buttons ← →: Toggle lineup

Directional Buttons ↑↓: Toggle players

✕ Button: Selects player switching, after which the cursor moves to the player roster. Press the ✕ Button to make the switch.

△ Button: Deselects the player selected by the ✕ Button. Deactivates the operation mode if no player was chosen.

• Strategy

This mode lists the team's strategy. You may select Auto or Manual.

Auto

Executes a strategy according to the strategy frequency (length of the graph) determined here.

Manual

The player can issue all commands related to the strategy during that game.

The value of strategy frequency has no importance in this mode.

Directional Buttons ↑↓:

Move the cursor to select team name, Manual switch, strategy category (Offense, Power Play, Defense, Penalty Kill), and strategy name.

Directional Buttons ← →:

The cursor on the strategy name determines the ratio at which various strategies needed in Auto mode are executed. When the ratio values are all equal, strategies will be executed completely randomly. Cannot be changed in Manual mode.

When the cursor is on items other than strategy name, changes will be made to the selected item.
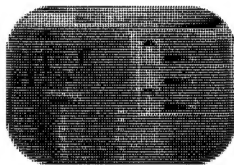
CREATE PLAYERS

This mode allows users to create their own player. "Create player" can make & hold up to 32 players.

- **Create Players 'Player Roster Mode'**

  To make a new player, select 'Create a New Player'. To change or delete an existing player, select 'Created Players'.

  Directional Buttons ↑↓: Selects the number of the player that is being created.

  ✕ Button: Enters the creation mode.

CAUTION!! Players currently on the team are displayed in red and cannot be altered. In addition, a player that has played even one game cannot be altered even if he is not on any team. However, if a player does not belong to a team, he can be deleted in the creation mode.

CREATE PLAYER 'CREATION MODE'

Delete: Completely erases this player and returns to the selection screen.
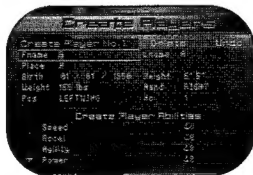
Undo: Cancels changes made in this mode so far. Toggle each item using the Directional Buttons ↑↓, and enter Make Changes mode with the ✕ Button.

- **Make Changes Mode**

  Directional Buttons ↑↓: Select letters

  Directional Buttons ←→: Move cursor

  □, ○ Buttons: Insert, delete

SKILLS

Directional Buttons ↑↓ : Change skills

Directional Buttons ←→ : Increases/decreases skill

Trade Players

Trades players. A single team is limited to 18~25 skaters and 2~3 goalie. In addition, registering for All-Star Team status requires belonging to either World or North America. This assignment can be determined automatically. Players created by the user starts out as a Free Agent.

Directional Buttons: Moves the white frame

✕ Button: Enters Make Changes mode for that area

△ Button: Exit Make Changes mode

○ Button: Clear players in the Trading area.

Make Changes Mode in the Team area

Directional Buttons ←→ : Toggle teams

Directional Buttons ↑↓ : Toggle players

✕ Button: Selects player for trading. Press again to deselect.

△ Button: Exit

Trading Area

✕ Button: Execute trade.

Default Roster

Returns all changes made by the user (trades, lineups, players created) to default (original) settings.

Rules-adjust the following:

- Lengths of period (Playing time): Select either 2, 5, 10 or 20 minutes
- Difficulty: Rookie (beginners)/ Pro (Normal)/ All-Star (Difficult)
- Goalie Difficulty: Rookie (beginners)/ Pro (Normal)/ All-Star (Difficult)
- Overtime: 6 Minute Overtime/ Shootout/Sudden Death
- Line Changes Home: Auto/Manual/Off
- Line Changes Away: Auto/Manual/Off
- Formation: Auto/Manual/Off
- Fatigue: On/Off
- Goalie Control Home: Auto/Manual
- Goalie Control Away: Auto/Manual
- Penalties: On/Off
- Offside: On/Off
- Icing: On/Off
- Two Line Passes: On/Off
- Fighting: On/Off
- Injuries: On/Off
- Referee: Lenient (Easy)/Normal (Normal)/Strict (Difficult)
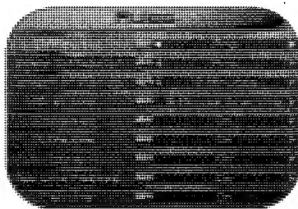
- **Memory Card**
  Save your current status in a memory card.
  File name entry is similar to that in Create Player screen.

Season Mode

1) Select a team.

   Toggle teams with the Directional Buttons ← →, and view players sorted according to last season's points with the Directional Buttons ↑↓. Enter with the ✕ Button, and deselect with the △ Button.

2) Configure game rules.

3) The Season Menu Screen will display. The menu items are as follows:

- **Play Game**

  Proceeds to the game.

- **Calendar (schedule management)**

  View and launch simulations of game schedules. Move cursors on the calendar using the Directional Buttons ← →, the L1 or the R1 Button. A team logo on a date denotes a game with that team. Place the cursor from the current date to a future date and press the ✕ Button. You will be asked whether you want to simulate a game by that date. When the cursor is placed on the date of the next game, you may choose to play or simulate that game. Cancel with the △ Button during a simulation.

Season Mode

Use the ◯ Button to toggle the displays for games played on the cursored date between "My Team Only" and "Games for All Teams". Refer to other teams' game schedules with the L2 and R2 Buttons. Simulation is not an option when displaying schedules for teams other than your own. Press the ☐ Button to move the cursor to the current date and return the display to your team schedule. Return to the menu with the ☐ Button.

Stats/Season Stats

View scores and other records.

• **Player Stats**

This mode displays individual player records.

• **Team Stats**

View team statistics and performance. If there are no records for that particular team no information will be displayed.

Press the ✕ Button to toggle between Season Stats and Playoff Stats.

Press the R1 Button to toggle between Stats (Numerical values) and League Rankings.

• **Standings**

This mode displays team standings according to overall score rankings.

Playoff Mode

• **Create Tree**

Select your team and choose Playoff matchup. Move the cursor with the Directional Buttons and display the following submodes with the ✕ Button:

Done

When all matchups are completed, enter the mode with the currently cursored team as your team. This mode cannot be selected if matchups are incomplete.

Change This Team

Exchange this team for another team. Selecting this state will display teams that are not in that Conference's tree. Select a team with the Directional Buttons ↑↓ and enter with the ✕ Button.

Delete This Team

Delete the cursored team from the tree and vacate the spot.

Playoff Mode

Delete This Conference

Delete all conference teams from the tree of the cursored/highlighted conference and vacate it.

Delete All-Teams

Delete all teams from the tree and vacate it.

Default

Reinstates the original Playoffs matchups.

Cancel

Exit the submenu.

Press the ✕ Button to display the Playoff Menu Screen
The following covers the Playoff Menu Screen:

- **Play Game**

  Proceed to the game screen.

- **Playoff Tree**

  Serves the same function as the calendar in the Season Mode. Your team is displayed in yellow. The first team to net four wins proceeds to the next round.
  (Can be reconfigured in Rules).

Playoff Mode

- **Insert:** Press the ✕ Button to enter the following submenus:

Play Game
Plays one game at a time.
Simulate Next Game
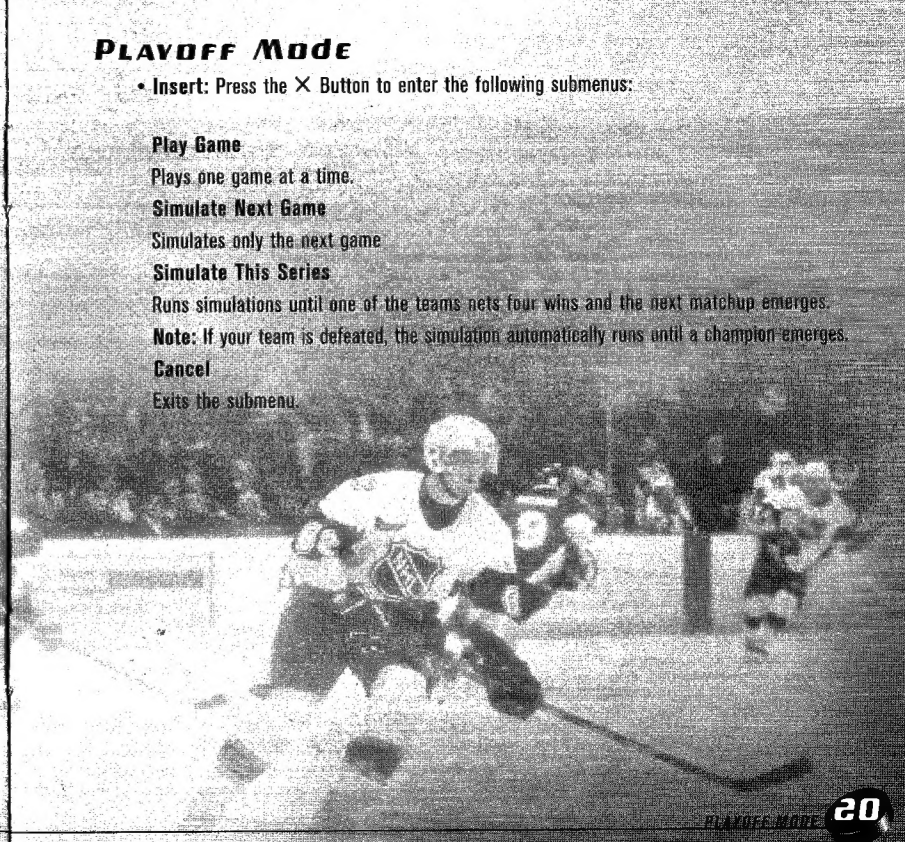Simulates only the next game
Simulate This Series
Runs simulations until one of the teams nets four wins and the next matchup emerges.
Note: If your team is defeated, the simulation automatically runs until a champion emerges.
Cancel
Exits the submenu.

Awards

Displays the following awards:

Trophy • Trophy Winner(team)

1. Stanley Cup • Stanley Cup Winner
2. Clarence S. Campbell Trophy • Winner of the Western Conference Playoffs
3. Prince of Wales Trophy • Winner of the Eastern Conference Playoffs
4. President's Trophy • Top team of the regular season
5. Art Ross Trophy • Top point scorer (number of goals and assists)
6. Hart Memorial Trophy • Season MVP
7. Maurice "Rocket" Richard Award • Top scorer
8. James Norris Memorial Trophy • Best Defense man
9. Frank J. Selke Trophy • Best Defensive Forward
10. Vezine Trophy • Best Goalkeeper
11. William M. Jennings Trophy • Goalkeeper with the fewest goals allowed
12. Lady Byng Trophy • For sportsmanship
13. Conn Smythe Trophy • Playoffs MVP
14. Calder Trophy • Best Rookie
15. Bill Masterton Memorial Trophy • For players making a significant comeback from injuries.

Only awards 1, 2, 3, and 13 are given out when the Playoff Mode is played without completing the season. All awards are handed out after completing the season and finishing the playoffs.
• Awards other than 1, 2, 3, and 13 are based on performance during the season.

• Management

Though similar to the Top Menu "Management", there is no trading or Create Player (which is essentially meaningless without trades) since the NHL® does not recognize trading for the Playoffs. Please refer to the Mode Select for other modes.

Options

Configure Game Options

Move through items using the Directional Buttons ↑↓ and make changes with the Directional Buttons ← → . Enter with the ✕ Button. Return to the Main Menu screen with the △ Button.

• Controller Configuration

Reassign functions to each of the controller Buttons. Press the Directional Button → or the ✕ Button to switch to the controller configuration screen.

• Controller

Select the controller to reconfigure.

• Vibration

Turns the vibration function of the DUALSHOCK™ analog controller On/Off.

• Type Select

Reassigns functions associated with the controller. Select from one of 3 types - A, B, C - or make changes to each Button's configuration in EDIT. Enter the changes and return to Option Mode with the Start Button.

• Camera Control

Select a camera angle during the game from the choices available.

Options

- **Audio Options**

  Make changes to sound output methods and adjusts volume.

- Audio - Select sound output method from Stereo and Mono.
- Music - Adjust BGM volume.
- SFX -Adjust sound effects volume.
- Speech - Adjust play-by-play announcement volume.
- Crowd - Adjust spectator cheering volume. Configure in Game Options.

THE PAUSE MENU

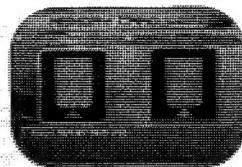Press the START Button during the game to display the Pause Menu.

ABOUT SAVING AND LOADING

- **Save**

  Insert a memory card in either Memory Card Slot 1 or 2. You may save in the Save Menu under each of the modes.

- **Load**

  Any saved data can be loaded. Insert a memory card in either Memory Card Slot 1 or 2, and select Continue from the Top Menu.

KONAMI OF AMERICA, INC.

Produced By: KCET
Producer: Ken Ogasawara
Director of Marketing: Chris Mike
Vice President of Sales: Brad Wildes
Director of Operations: Linda Stackpoole
Sports Brand Manager: Craig Howe
Marketing Communications Manager: Cherrie McKinnon
Creative Services Coordinator: Tomoko Yoshida
Product Specialist: Wilson Cheng
Consumer Services: Jim Hernandez
Athlete Consultation: Jaromir Jagr & Mike Barnett

CREDITS

Special Thanks: Glenn Horine, Erika Foster, Tom Richardson, Tom Leyden, David Kleiman, Stephanie Barr, Steve Bovino, Aki Saito, Doug Rebert, Debra Heinz, Daniel Castillo, Akira Kinebuchi, Catherine Fowler, Michael Lynch, Everyone at KOA, Hamagami Carroll, and G. Love & Special Sauce

Packaging & Manual Design: Hamagami Carroll & Associates